TOHO CO., LTD.

NES-MT-USA★

CIRCUS CAPER™

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Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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CIRCUS CAPER

A CIRCUS IN PROGRESS, ITS BARKER IS LOUDLY SHOUTING TO ROPE IN CUSTOMERS. 'THE BIGGEST CIRCUS AROUND! STEP RIGHT UP! SEE FOR YOURSELVES! THE GREATEST CIRCUS OF ALL TIME! ENJOY A ONCE-IN-A-TIME CHANCE!' TIM AND HIS SISTER JUDY STOP AT THE CIRCUS TENT. "WOW! HOW WONDERFUL! BROTHER, CAN WE SEE IT?" "BUT I'M SHORT OF MONEY." "TOO BAD! I WISH I COULD SEE IT." A MYSTERIOUS CLOWN SEATED AT THE ENTRANCE SUDDENLY CALLS TO THEM. "YOU KIDS HAVEN'T GOT ANY TICKETS? COME HERE. ROLL THESE. IF YOU STRIKE IT LUCKY, I'LL GIVE YOU TICKETS." 'REALLY? BROTHER, LET'S DO IT!" "GOOD! SAY A PRAYER THAT YOU'LL BE LUCKY. NO SECOND TRY."

THEY STRIKE LUCKY. 'WOW! YOU KIDS ARE SURE LUCKY. THE TICKETS ARE YOURS. OOPS, ONLY ONE TICKET LEFT." AFTER ALL TIM GIVES HER THE TICKET.

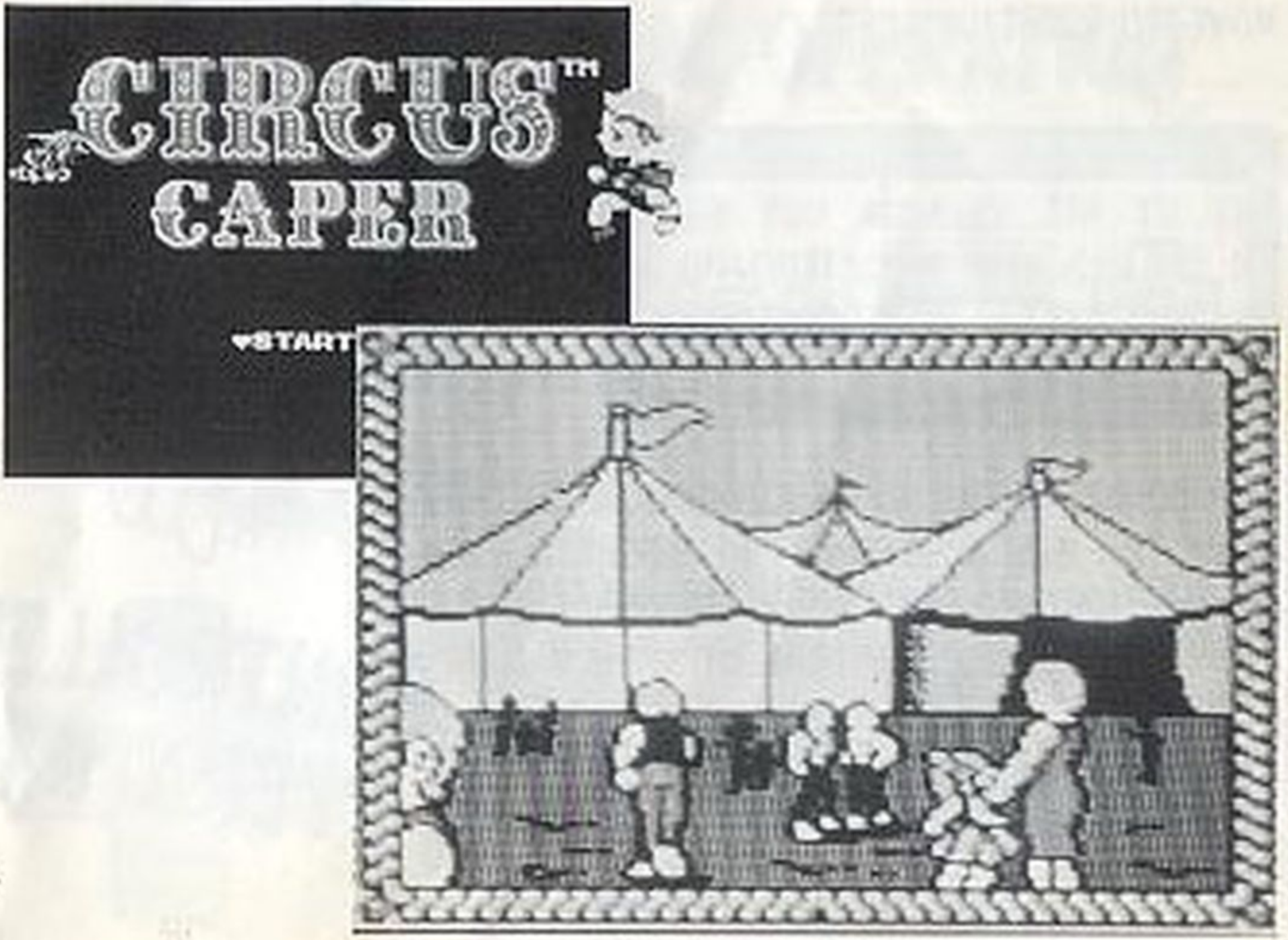
'BE SURE TO MEET AT THE EXIT AFTER THE SHOW.' "YEAH."

THE SHOW IS OVER, HE COMES TO MEET HIS SISTER. STRANGELY, ALL IS QUIET. 'WHAT IS THE MATTER?' A STRANGE MAN SUDDENLY APPEARS IN FRONT OF HIM. 'CALL ME MR.MAGIC. I HAVE YOUR SISTER NOW. YOU'D BETTER GIVE UP ON HER!" "SHUCKS! YOU CAN'T HAVE HER! WAIT!" TIM PLUNGES INTO THE CIRCUS TENT.....

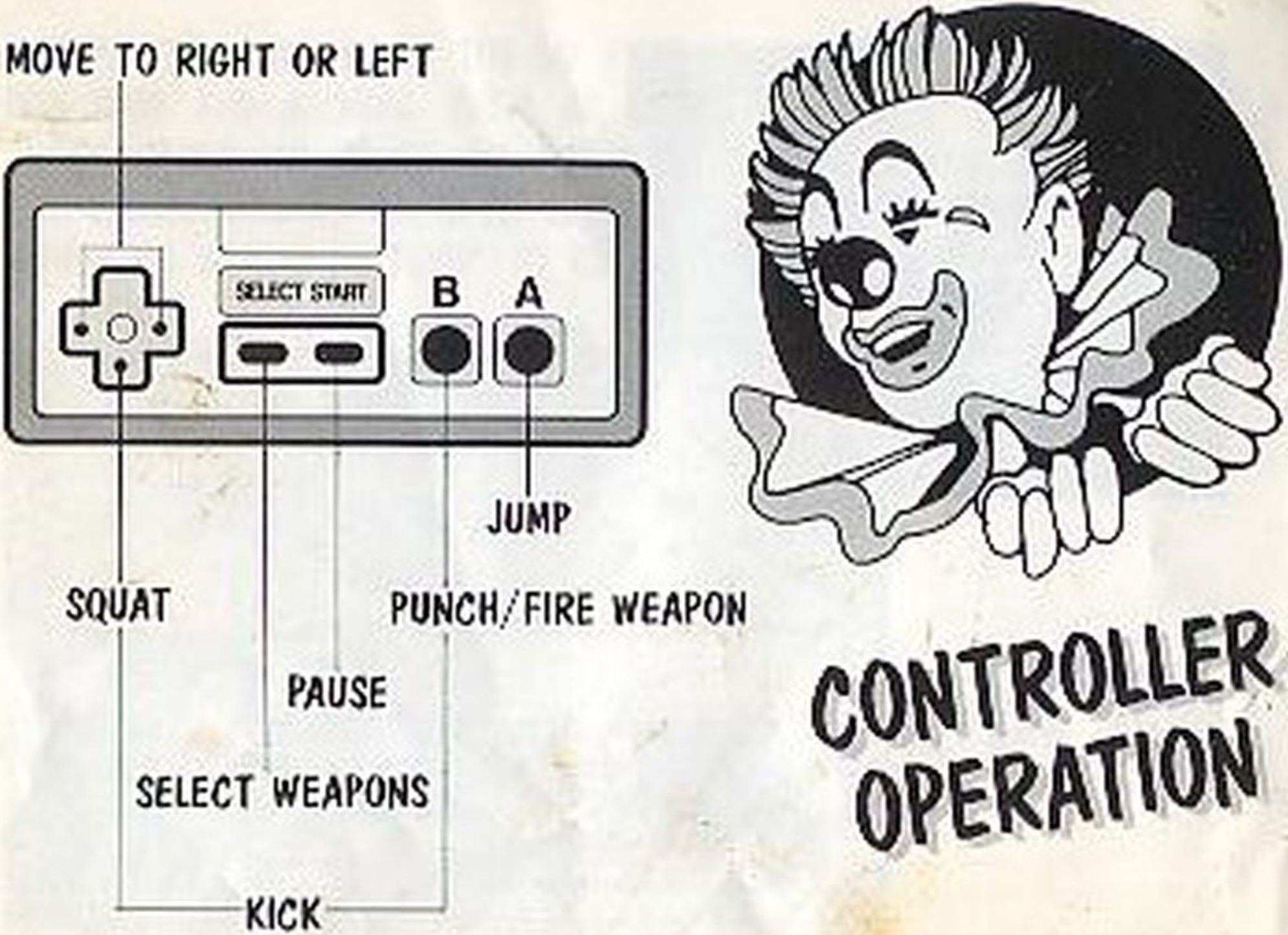
THE PLAYER MUST MOVE TIM SO THAT HE BEATS HIS OPPONENTS BY PUNCHING AND KICKING THEM AS HE ADVANCES TO THE RIGHT. (IN SOME SCENES, HE MUST GO TO THE LEFT.) WHENEVER HE DEFEATS THE ENEMY GROUP, HE GETS CAKE AND HAMBURGER TO REGAIN HIS POWER AS WELL AS 'ITEMS' TO USE AS WEAPONS.

EACH TIME HE IS ATTACKED AND GETS HURT, HIS POWER, SHOWN IN THE PICTURE AS HEART-SHAPED FIGURES DIMINISHES BY HALF A HEART. WHEN ALL THE HEARTS ARE GONE, THE GAME ENDS.

HOW TO PLAY


CIRCUS™
CAPER
♥START

CONTROLLER OPERATION



SPECIAL OPERATION

SCENE-1: WHEN YOU ADVANCE TIM TO THE SECOND AREA OF THIS SCENE, YOU CAN FLY BY JETFORCE. PRESS THE BUTTON A, THEN YOU CAN FLY INTO THE AIR INSTEAD OF JUMPING.

SCENE-3: THIS SCENE IS LIKE A LABYRINTH. WHEN STANDING IN FRONT OF A SILK HAT WITH FLOWERS, PRESS UP-ON THE CONTROL PAD+. YOU CAN WARP TO ANOTHER AREA.

SCENE-6: THIS SCENE IS LIKE A LABYRINTH, TOO. WHEN STANDING IN FRONT OF A BLACK DOOR, PRESS UP-ON THE CONTROL PAD+. THEN YOU CAN WARP TO ANOTHER AREA.

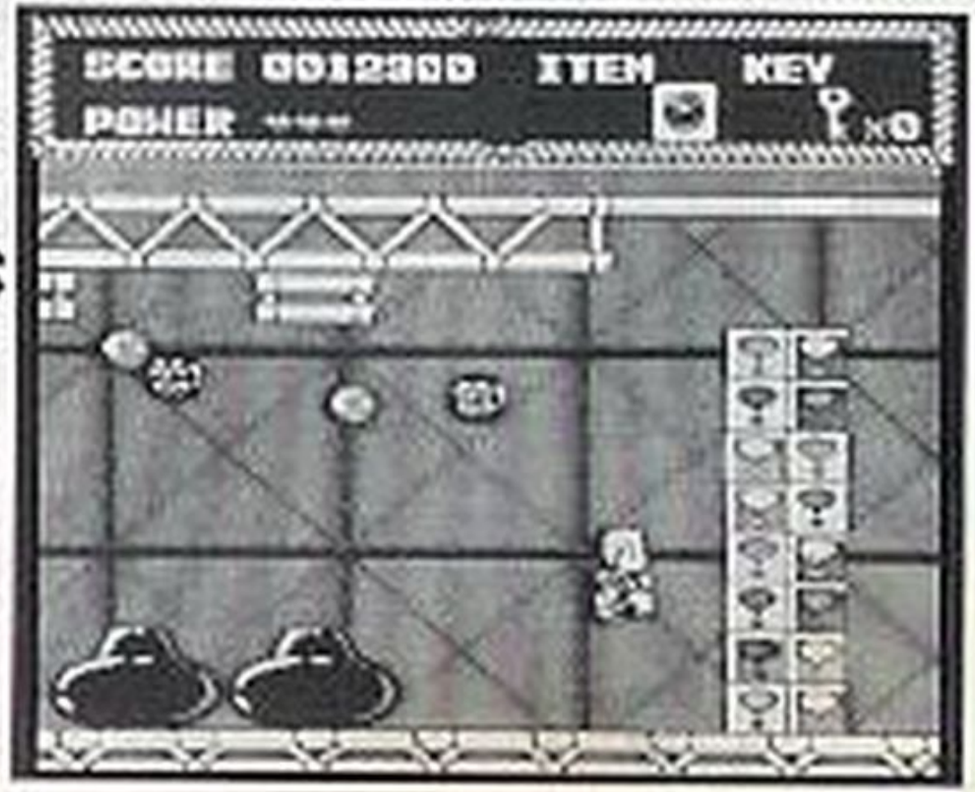
MARKS AND DESCRIPTIONS

HEART: SHOWS THE REMAINING POWER OF THE PLAYER.

SCORE: SHOWS THE POINTS GAINED.

ITEM: VARIOUS WEAPONS APPEAR WHEN THE "SELECT" BUTTON IS PRESSED. USE WHICHEVER YOU THINK BEST TO FIGHT YOUR OPPONENTS. FOR MORE INFORMATION, SEE "ITEMS/WEAPONS (PAGE. 10—11)."

KEY: SHOWS THE NUMBER OF THE KEYS TAKEN FROM THE ENEMY. (IT EQUALS THE NUMBER OF THE SCENES CLEARED.)



CARNIVAL GAMES: INSIDE THE SCROLLING SCENES ARE SEVERAL TYPES OF "CARNIVAL GAMES". AND YOU CAN SCORE IN THEM. PRESS UP-ON THE CONTROL PAD+ IN FRONT OF THE SECRET ENTRANCE. EVEN IF YOU LOSE, YOU WON'T DIE.

FAIRY: WHEN HEARTS SHOWING POWER DIMINISH TO THE SECOND HALF OF THE LAST HEART, A FAIRY APPEARS AND LETS YOU PLAY A GAME TO REGAIN POWER. IF YOU WIN, YOU GET BACK ALL THE POWER LOST. BUT IF YOU LOSE, OR MISS THE FAIRY, YOUR POWER CANNOT BE RESTORED. ALSO IT IS POSSIBLE THAT THE FAIRY WILL NOT APPEAR EVEN WHEN POWER IS REDUCED TO THE SECOND HALF OF THE LAST HEART.

WHEN WANTING TO USE AN ITEM, PRESS THE SELECT BUTTON, AND THE ITEM WILL APPEAR AT THE TOP OF THE SCREEN. BY PRESSING THE BUTTON B YOU CAN FIRE THE WEAPON. TO USE ANOTHER WEAPON, PRESS THE SELECT BUTTON AGAIN.

ITEMS & WEAPONS

HAMMER

WHEN FIRING THE HAMMER,
YOU CAN DESTROY THE ENEMY IN FRONT OF YOU.

SOCCER BALL

IT RUNS FOLLOWING CONTOURS OF THE LAND.
USE IT TO DESTROY THE ENEMY.

YO-YO

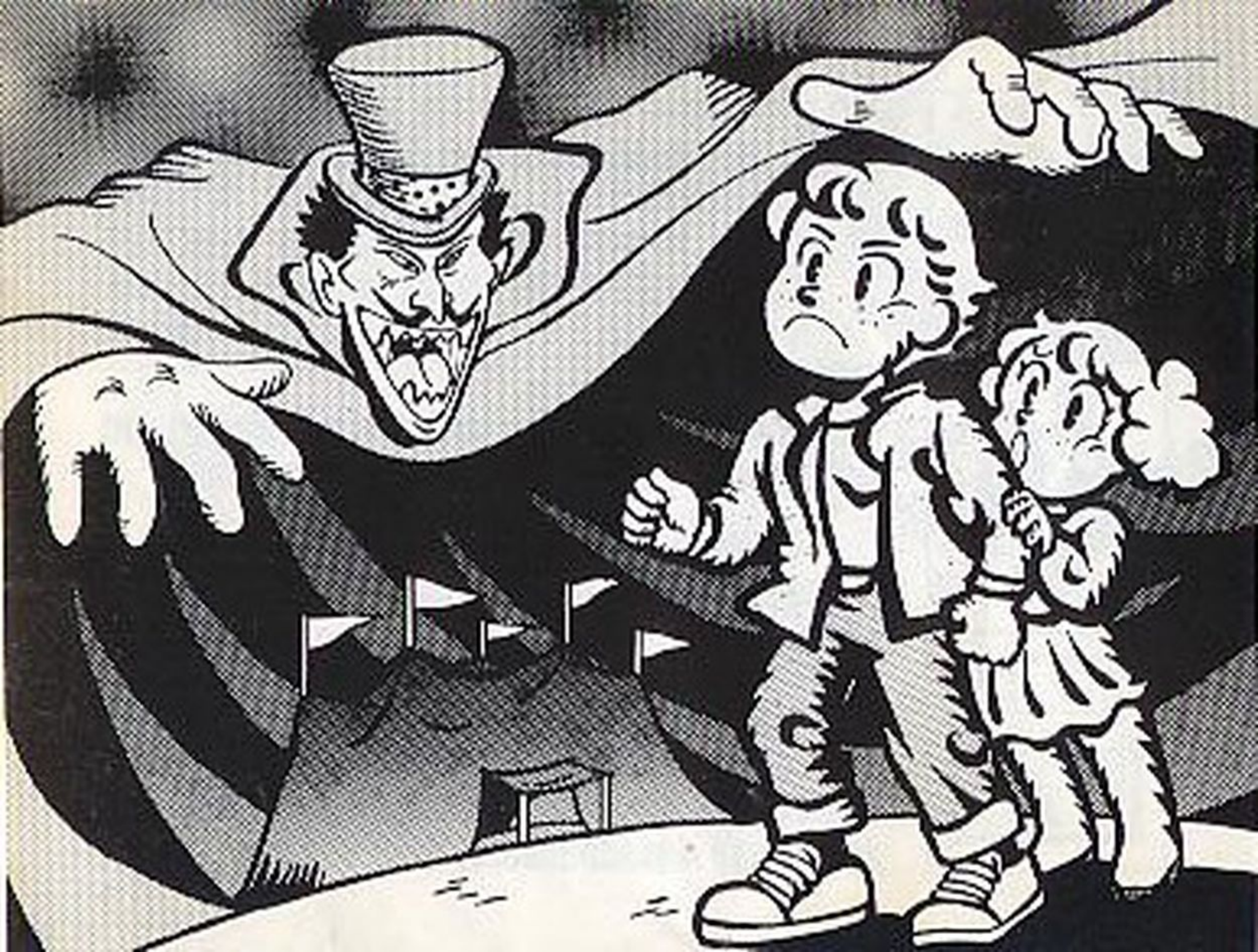
IT REVOLVES AROUND TIM AND DESTROYS THE ENEMY.

BOMB

THE BOMB CAN DESTROY ALL THE ENEMIES ON THE SCREEN, BUT IT'S OF NO USE AGAINST THE BOSS.

BLOCK

PRESS THE BUTTON B, AND THE BLOCK WILL APPEAR THE SAME HEIGHT AS TIM. YOU CAN STEP ONTO IT, BUT CAN'T DESTROY THE ENEMY WITH IT. FOR EXAMPLE, IT IS VERY USEFUL WHEN WANTING TO JUMP UP TO A PLACE HIGHER THAN YOU CAN REACH.



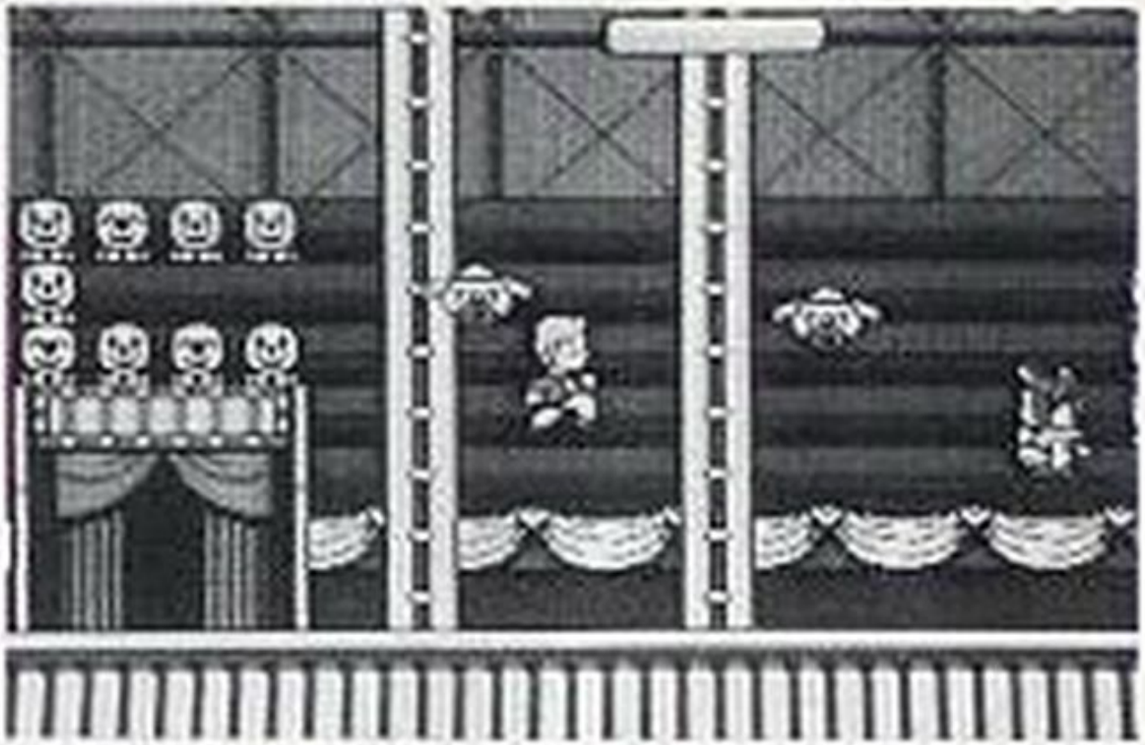
CHARACTERS

TIM.... THE MASTER OF THE GAME. A BRAVE BOY WHO FIGHTS THROUGH AN ENEMY ONSLAUGHT TO SAVE HIS SISTER.

JUDY.... TIM'S LITTLE SISTER WHO IS TAKEN AWAY INTO THE MYSTERIOUS CIRCUS.

MR.MAGIC.... THE BOSS OF THE CIRCUS, THE MALICIOUS MAGICIAN WHO KIDNAPS JUDY.

CLOWNS' ASSAULT. UPSIDE-DOWN CLOWNS, WINGED CLOWN FACES AND OTHERS ATTACKE TIM. THE LATTER HALF OF THE SCENE IS AN AIR BATTLE WITH FLYING HUMAN ROCKETS AND SHELLS. THE CHIEF ANTAGONIST OF THE SCENE IS **ROLYPOLY**, THE CLOWN.



SCENE-1

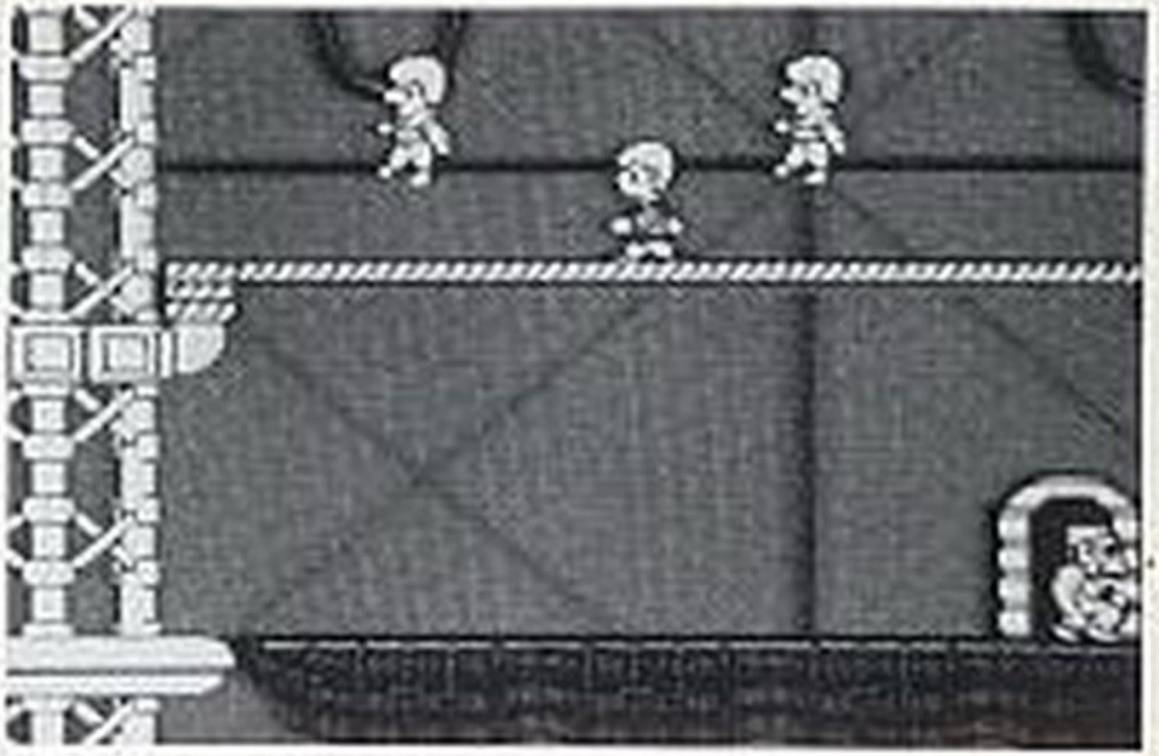
UPSIDE-DOWN CLOWN.....CHAP

FACE CLOWN.....ANGEL FAT

HUMAN ROCKET.....CAPTAIN JOE

HUMAN SHELL.....JOKER

TIGHTROPE. TIM ON THE TIGHTROPE FIGHTS TIGHTROPE ARTISTS AND MONKEYS. HE MUST WATCH OUT FOR EVIL TRAPEZE ARTISTS, TOO. THE CHIEF ANTAGONIST OF THE SCENE IS **KING ROPY**, THE TIGHTROPE ARTIST.



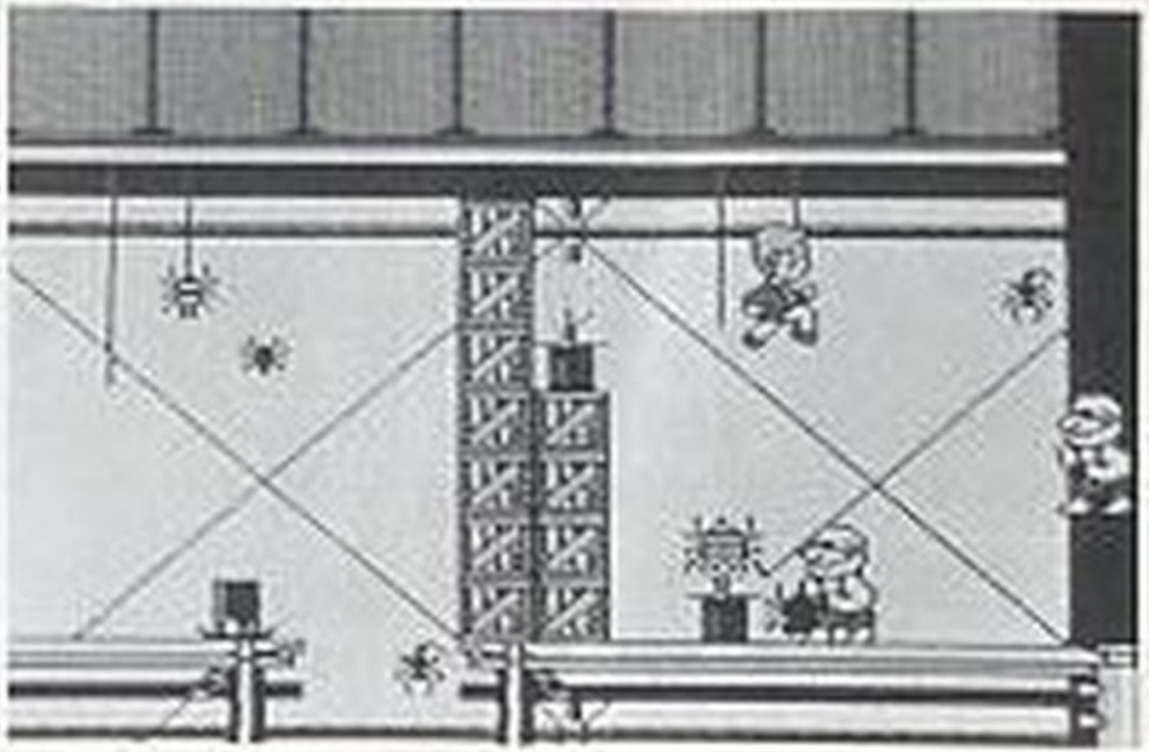
SCENE-2

TIGHTROPE ARTIST..... JULIUS

MONKEY..... LEONARD

TRAPEZE ARTIST..... LINO

BACKSTAGE OF THE CIRCUS- A LABYRINTH. THE CHIEF ANTAGONIST OF THE SCENE IS **GAMRAN**, THE WHITE TIGER.



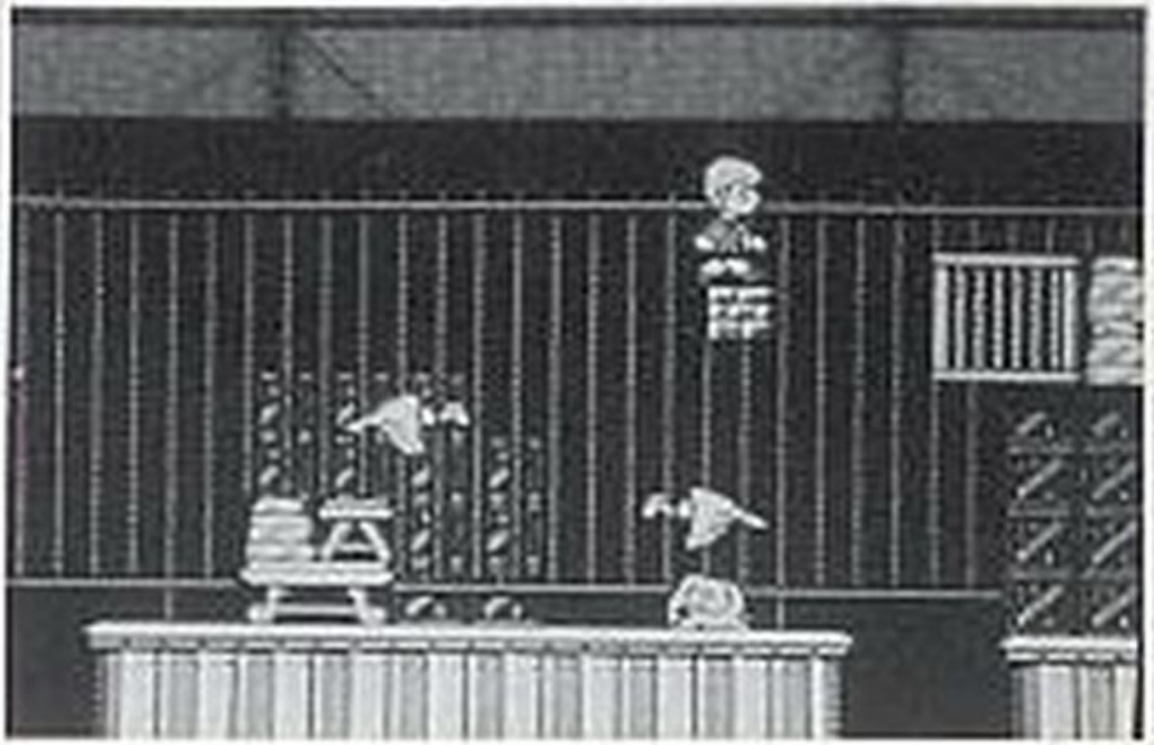
SCENE-3

EGG WALKER.....MATILD

SPRING CLOWN.....HUGHIE

HAMMER THROWER.....BRUNO

IN FRONT OF ANIMAL CAGES. BABY ELEPHANTS, LIONS AND VULTURES LEAP FROM THE CAGES AND ATTACK TIM, WHO DEFEATS THEM ONE BY ONE AND ADVANCES. THE CHIEF ANTAGONIST OF THE SCENE IS **IVANOV**, THE ANIMAL TRAINER.



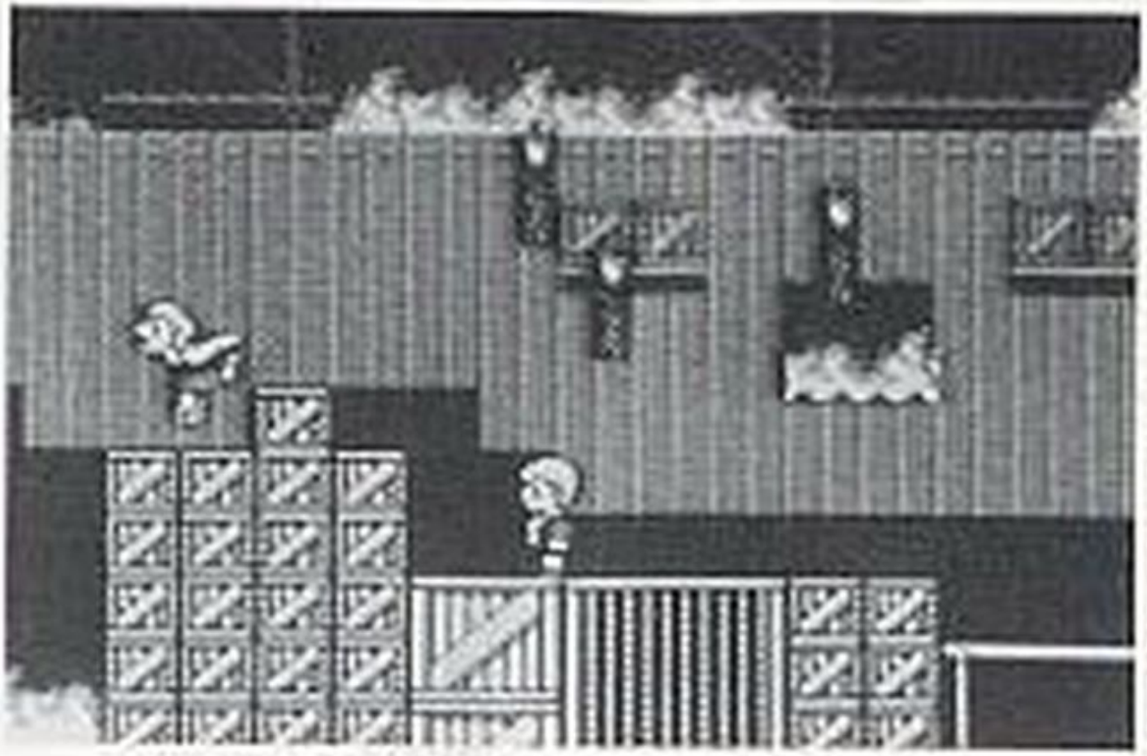
SCENE-4

BABY ELEPHANT..... TAMTAM

VULTURE..... GAUCHO

LION..... ARTHUR

THE BIG TOP IN FLAMES. UNICYCLE RIDERS AND CLOWNS RUN ABOUT, THEIR BUTTS ON FIRE. THE CHIEF ANTAGONIST OF THE SCENE IS **SPANKY**, THE BEAR ON THE BALL.



SCENE-5

SNAKE.....SPEEZY

UNICYCLE RIDER.....MELODY

CLOWN.....HARPO

THE FINAL SCENE WHERE **MR.MAGIC,** BOSS OF THE CIRCUS, APPEARS. CANDLE STANDS, MONKEYS AND SKELETONS, CONTROLLED BY MAGIC, ATTACK TIM. THE WHOLE STAGE IS A LABYRINTH, LIKE IN SCENE 3, AND THE ATTACKERS ARE ESPECIALLY STRONG. ON CLEARING THIS SCENE, THE FAIRY APPEARS AND GIVES TIM SOME ADVICE.

NOW, THE LAST BATTLE — THE DUEL WITH MR.MAGIC! TIM HAS COME VERY CLOSE TO JUDY.

SCENE-6

MONKEY ON THE UNICYCLE..... ALEX
GHOST..... CECILIA
SKELETON..... CRACKER
MAGICIAN..... JACOB

90-Day Limited Warranty TOHO Game Paks

90-Day Limited Warranty:

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To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the TOHO Consumer Service Department of the problem requiring warranty service by calling: **(213)277 1081.** Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M. Western Time, Monday through Friday.
3. If the TOHO service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
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   2049 Century Park East, Suite 490,
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If you have any question about playing the game, please call our Game Counseling Service at (708)916-7665. Our Game Counseling Service is in operation from 8:00AM to 7:00PM CST, Monday through Friday and 9:00AM to 5:00PM CST on Saturday.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washing-ton, D.C. 20402, stock No. 004-000-00345-4.

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